

BEST AVAILABLE COPY**Listing of Claims:**

1. (previously presented) A method for selecting a multimedia program within an entertainment system, comprising:
 - detecting a first word of a multimedia program entered by a user with a character-entry device; and
 - providing a potential list of second words for the multimedia program to said user, said potential list of second words selected based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the entertainment system.
2. (previously presented) The method as in claim 1 further comprising:
 - ordering said potential list of second words based, at least in part, on the probability that each word in said potential list of second words will be selected by said user following said first word.
3. (previously presented) The method as in claim 1 further comprising:
 - detecting a second word of the multimedia program selected or entered by said user with a character-entry device; and
 - providing a potential list of third words of the multimedia program to said user, said potential list of third words selected based, at least in part, on how frequently a multimedia program whose name includes one of the third words has been played by the entertainment system.

4. (previously presented) The method as in claim 3 further comprising:
ordering said potential list of second words based, at least in part, on how
frequently a multimedia program whose name includes one of the second words has
been played by the entertainment system.
5. (previously presented) The method as in claim 3 wherein said second
word is entered manually by said user using said character-entry device or selected
by said user from said potential list of second words.
6. (original) The method as in claim 3 further comprising:
recording selection of said second word following said first word in a database.
7. (original) The method as in claim 6 wherein recording comprises:
linking said second word to said first word in said database.
8. (original) The method as in claim 7 wherein recording further
comprises:
storing a number of times said user has selected said second word following
said first word.
9. (previously presented) The method as in claim 8 further comprising:
calculating a first probability that said second word will be selected by said
user based, at least in part, on said number of times.

10. (previously presented) The method as in claim 9 further comprising:
calculating a second probability that said second word will be selected by said
user by combining said first probability with a probability derived from how frequently
a multimedia program whose name includes one of the second words is included in a
database; and
selecting said potential list of second words based, at least in part, on said
second probability.

11. (previously presented) A system for selecting a multimedia program,
comprising:
detection logic to detect a first word of a multimedia program entered by a user
with a character-entry device; and
list generation logic to provide a potential list of second words for the
multimedia program to said user, said potential list of second words selected based,
at least in part, on how frequently a multimedia program whose name includes one of
the second words has been played by the user.

12. (previously presented) The method as in claim 11 further comprising:
ordering logic to order said potential list of second words based, at least in
part, on the probability that each word in said potential list of second words will be
selected by said user following said first word.

13. (previously presented) The system as in claim 11 further comprising:
second word detection logic to detect a second word of the multimedia
program selected or entered by said user with a character-entry device; and
third word generation logic to provide a potential list of third words of the
multimedia program to said user, said potential list of third words selected based, at
least in part, on how frequently a multimedia program whose name includes one of
the third words has been played by said user.

14. (previously presented) The system as in claim 13, further comprising:
ordering logic to order said potential list of second words based, at least in
part, on how frequently a multimedia program whose name includes one of the
second words has been played by the user.

15. (previously presented) The system as in claim 13 wherein said second
word detection logic detects said second word entered manually by said user using
said character-entry device or selected by said user from said potential list of second
words.

16. (original) The system as in claim 13 further comprising:
recording logic to record selection of said second word following said first word
in a database.

17. (original) The system as in claim 16 wherein recording logic further comprises:

linking logic to link said second word to said first word in said database.

18. (original) The system as in claim 17 wherein said recording logic further comprises:

storage logic to store a number of times said user has selected said second word following said first word.

19. (previously presented) The system as in claim 18 further comprising: calculation logic to calculate a first probability that said second word will be selected by said user based, at least in part, on said number of times.

20. (previously presented) The system as in claim 19 wherein said calculation logic is to calculate a second probability that said second word will be selected by said user by combining said first probability with a probability derived from how frequently a multimedia program whose name includes one of the second words is included in a database; and wherein said list generation logic is to provide said potential list of second words based, at least in part, on said second probability.

21. (previously presented) An article of manufacture including program code which, when executed by a machine, causes said machine to perform the operations of:

detecting a first word of a multimedia program entered by a user with a character-entry device;

providing a potential list of second words for the multimedia program to said user, said potential list of second words selected based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the machine.

22. (previously presented) The article of manufacture as in claim 21 comprising program code causing said machine to perform the additional operations of:

ordering said potential list of second words based, at least in part, on the probability that each word in said potential list of second words will be selected by said user following said first word.

23. (previously presented) The article of manufacture as in claim 21 comprising program code causing said machine to perform the additional operations of:

detecting a second word of the multimedia program selected or entered by said user with a character-entry device; and

providing a potential list of third words of the multimedia program to said user, said potential list of third words selected based, at least in part, on how frequently a multimedia program whose name includes one of the third words has been played by the machine.

24. (previously presented) The article of manufacture as in claim 23 comprising program code causing said machine to perform the additional operations of:

ordering said potential list of second words based, at least in part, on how frequently a multimedia program whose name includes one of the second words has been played by the machine.

25. (previously presented) The article of manufacture as in claim 23 wherein said second word is entered manually by said user using said character-entry device or selected by said user from said potential list of second words.

26. (original) The article of manufacture as in claim 23 comprising program code causing said machine to perform the additional operations of:

recording selection of said second word following said first word in a database.

27. (original) The article of manufacture as in claim 26 comprising program code causing said machine to perform the additional operations of:

linking said second word to said first word in said database.

28. (original) The article of manufacture as in claim 27 comprising program code causing said machine to perform the additional operations of:

storing a number of times said user has selected said second word following said first word.

29. (previously presented) The article of manufacture as in claim 28 comprising program code causing said machine to perform the additional operations of:

calculating a first probability that said second word will be selected by said user based, at least in part, on said number of times.

30. (previously presented) The article of manufacture as in claim 29 comprising program code causing said machine to perform the additional operations of:

calculating a second probability that said second word will be selected by said user by combining said first probability with a probability derived from how frequently a multimedia program whose name includes one of the second words is included in a database; and

ordering said potential list of second words according to said second probability.

31-60. (canceled).

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